

# WACO WRAMBLINGS

WARRENSBURG/WHITEMAN ATARI COMPUTER OWNERS NEWSLETTER VOL 02 ED 06 JUNE 15 1987

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KEITH HANSEN, EDITOR

**SCUTTLEBYTES** REPRINTED FROM THE  
MAY 1987 FLAGPOST

## FACTS, HALF TRUTHS, AND RUMORS!

### XEP-80 DISPLAY ADAPTOR RELEASED(???)

The Spring 1987 issue of ATARI EXPLORER, Atari's official mouthpiece rag, proudly proclaims the release of the long awaited \$79.95 XEP-80 80 column display adaptor for all the ATARI 8-bit machines. Yeah, well maybe. How many times have you read "...available by the time you read this" only to discover it was just another case of rampant journalistic over expectation? The XEP-80 certainly is NOT available as of this writing, at least not in any of the dealers I checked with, nor does anyone have any idea of when it will be. My guess is that the unit IS indeed forthcoming. "When" is the big question here. I for one am getting sick and tired of Tramiel's "vaporware" claims. When will computer outfits grow up and announce no product before its time? Certainly NOT "by the time you read this!"

## BATTERIES INCLUDED GOES UNDER

ONE SAD bit of news this month is that the Ontario, Canada based firm of Batteries Included (distributors of such hot sellers for the ST as DEGAS, DEGAS Elite, and THUNDER!) have been placed in receivership. We don't have the full story but rumor has it that high import taxes caused a major cash flow problem which forced the shutdown. One small ray of hope is that Electronic Arts may be interested in buying up the remains of BI. With EA's recently revived interest in the ST line demonstrated through the release of superb software like Chessmaster 2000, it just might come to pass. Let's hope so because without such a move, we may NEVER see Paper Clip Elite on the dealer's software shelves!

## NEW COLOR MAC ANNOUNCED

WITH THEIR TYPICAL FANFARE Apple recently announced their new line of Macintoshes,

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## ST Products

### BUREAUCRACY

Infocom, \$39.95

Infocom's latest text adventure is a comic tale involving all the red tape of modern life. Written by Douglas Adams, author of Infocom's Hitchhiker's Guide to the Galaxy, Bureaucracy has a similar humorous approach to the universe

## DESKCART!

QUANTUM MICROSYSTEMS  
\$99.95

DESKCART! is a desk accessory cartridge that includes time/date clock hardware with battery backup. Its 14 functions include calendar, notebooks, calculator, card file, address book, RAM disk driver and more using only one desk accessory slot and no system memory.

NEW PRODUCTS NEW GOODIES FOR YOUR  
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## 8-BIT PRODUCTS

### SCREENS

Soft Cellar, \$19.95

Now you can display separate ST-like windows on your 8-bit Atari. Open and use windows in any graphics mode using standard BASIC commands. Nine independent windows can be created. Each window scrolls and clears without affecting the display outside its borders. Makes windowing fast and fun.

## REMEMBER

All of the above prices are suggested retail. As a member of WACO you're entitled to a 10% discount at Computer Room. Show your card!

More 8-bit products: pg 2, col 1



[Cont from page 1]

headed up by the MAC II. For "only" \$5995 you get a megabyte of memory, color graphics, and an easy-to-use mouse driven interface. In Atariland, we'd call it SIX 1040 ST's.

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8 BIT PRODUCTS (Cont from page 1)

ZORK TRILOGY  
Infocom, \$59.95

Infocom is now offering the complete Zork I, II and III trilogy together in one package. A top-10 best seller for over 5 years, the package offers you 3 disks, a complete history of the underground empire, the coin of the realm and other surprises. Best of text adventures.

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THE NEW ALADDIN

Disk Publications, Inc., \$79.95 per year

An electronic magazine on disk. The New Aladdin promises fiction, reviews, games, contests, music, graphics and animation in every one of its 6 issues per year. Each issue will be on three double-sided disks and includes a hard plastic storage case. Also available for the ST line (we have an ST New Aladdin demo disk in the FLAG library). Call collect. (214) 788-4441 to subscribe. Sounds like a good deal. [At over \$12 per issue? A good deal for whom?: ED]



## CHANGING OF THE GUARD

This is my last issue as editor of the newsletter. Due to other commitments I'm passing the baton to someone else. As of this writing, Les Lynam, our president, will be taking on the task of editing "WACO WRAMBLINGS". I can't say it's a thankless task as Les always says "thank you" when I turn over the final draft for copying. But that raises the question of who's going to say "thank you" to Les? I joined WACO in July of 1985. The first thing I realized was that there was a lot of computer expertise in the group. It seemed logical to share that expertise in a forum outside of the monthly meeting. Especially since

not everyone, experts or beginners, could attend all the meetings. So I volunteered to start a newsletter with that objective in mind. Our first issue was sent out in September of '85. Since then we've faithfully produced an issue every month. I've written quite a few columns myself, accepted articles from members, reprinted articles from other newsletters and even called the Atari BBS in California for current information to put in the "WRAMBLINGS". I started out using a header made with "The Print Shop" (Broderbund Software) and standard word processing software for the body. Then we decided to use the PD program "MATT#EDIT" from ANALOG for its triple column and graphics capabilities. Then XLEnt came out with the TYPESETTER and we switched to that for our first page. The interesting thing is, that in almost two years of producing the newsletter, I've never had a member of the group say one word about it. No "Gee that was interesting", no "What a stupid rag", no nothing. After almost two years I have no idea whether the membership of the group appreciates the newsletter (and the hours Les and I spend on it each month) or if they think it's a waste of their money. As far as I know, the only good it does is get us better newsletters for the group library through the exchange programs of other groups. I've begged and pleaded with the membership of the group for articles and some people have responded well. But for the most part the newsletter is composed of articles from other newsletters and articles written by myself or Les. I've written articles about areas I'm not an expert in. But I had to have something to fill the space! I've learned a lot and I've enjoyed it most of the time. Then we put up the BBS in my house and I became resident SYSOP. Suddenly WACO was taking up an awful lot of my spare time (which was in short supply to start with). The kids started calling me "Mister Daddy" and couldn't remember what my face looked like, although they could describe the back of my head in some detail. Family outings became contingent upon getting the newsletter out, or bringing the BBS back up. One of the two I can handle, but not both. I'll miss drafting up the first page and drawing the graphics. I really enjoyed putting together a nice looking publication. On the other hand, I hope Les will get more support and appreciation than I did. He's a very busy person though, and may not be able to be editor on a permanent basis. What we really need is someone with more time, less current involvement in the club and an ST with Publishing Partner! I feel that a newsletter is vital to the growth and health of the club. We need to be able to communicate with our members, especially those who can't attend meetings. We need to be able to communicate with other groups and get their input through the newsletter exchange program. We need to be able to attract new members and keep them interested. Otherwise the club will die out like so many other computer clubs. At least that's what I think, and since I'm still the editor, I can write what I think and put it in here for you to read or not read, as you chose.



# DEAD? 8Bit!



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Please DO NOT give me any more male bovine excrements about the Atari 8 bit being "dead". Yes, I know the STs are selling rather well now, and I have seen what a powerful computing machine they are and what marvelous graphics they have, etc. Yes, I know that the 6502 chip is thought of fondly like an old grandfather in the chip industry and not expected to keep up with the latest innovative 68000 series when it comes to raw computing power. And yes, I know that new titles of software for the 8 bit are coming out with all of the frequency of solar eclipses. SO WHAT? Don't pronounce my favorite computer dead and buried, because both of mine are alive and doing fine, thank you very much! I am sure if my poor old 800 had a mind of it's own, it would quote Mark Twain's cable from London to the Associated Press, "The reports of my death are greatly exaggerated." Now, before you ST owners get up in arms, let me go on record as saying that I like the STs. I think they are great computers. They are probably the most powerful flexible amazing computer that can be bought for less than \$900. I know that they can run circles around my 800 and 130XE. I grant you that you have a marvelous computer, but so do I! Which is why I am not rushing out to buy an ST. I am not a crackerjack programmer, so I am not going to make my fortune writing software for the ST. I am not a studio musician, so I am not going to stay up late at night experimenting with the power of MIDI. And golly gee folks, I think spending \$600 to have a machine to play the latest, greatest games on is just a tad more than it is worth. But then maybe it's just me. The microwave oven I bought back in 1977 doesn't have built in browning, a carousel, or a whole host of other neat features; but that baby sure can heat up leftovers in nothing flat, and bake potatoes in 8 minutes. My 1978 Chevette has been through a hailstorm that turned it into a reasonable facsimile of the lunar landscape, but it still get me from point A to point B with little problem. My VCR isn't HI-FI or STEREO or DOLBY enhanced, but it plays rented movies and records TV shows quite well. Are you getting my drift? I don't doubt that in a matter of time there will be NO new software produced for the 6502 Ataris. I also will predict that in a matter of time, there will be NO new software for the STs. High tech toys have limited shelf lives! What will happen? There is a plethora of software already available for the 8 bits. More than I could probably ever afford to buy (unless Childrens Palace has it all 2 for \$5 to clear it out). I don't have enough time to play all the games I have. I still have 2 InfoCom games that I bought for \$15 apiece that I haven't even looked at, and they are my favorite! I have SynCalc, and I doubt that I will ever need anything more powerful at home. I am quite happy with XLEnt's First Word Processor. Who could ask for more in a terminal program than EXPRESS? Do I cry because Springboard won't port

their NEWSROOM over to the Atari? Nope. I tell people to buy XLEnt's PAGE DESIGNER or TYPESETTER or Reeves' NEWS STATION. Those companies specialize in Atari software. Besides that, I've used NEWSROOM on an Apple, and I think it is a DOG. Easy to use, but the limitations and the quality of the printout leave much to be desired. So SPRINGBOARD, if you are listening...Go jump in the lake! Besides that, some of the BEST software I have seen lately has been public domain or shareware. There is some stuff out there now in the public domain, equal to or superior to programs that were selling for \$30 to \$50 just a couple of years ago. Here is where the future for the XL/XEs lie. Have you ever run into a "sold out, kill for my computer", TI99/4a owner? They still have clubs, they still have BBS's and they still have new software (that they write themselves!). If that poor little old thing still survives, why in the world are you trying to tell me that my Atari is dead? Not at the cutting edge, granted. Not able to run all of the Whiz Bang newest software. Not even able to double click on an Icon, but baby it is still alive and kicking for what I (and many other die hard 8 bitters) want a computer for. I know that you are proud of your ST, and you want everyone else to have one, too. But until you have officially been appointed coroner for the U.S. Association of personal computers lighten up on pronouncing the death sentence on the world of 8-bit computers!



## Is The 8-Bit DEAD??

By: John B. Sloop

Printed in PACUS REPORT, Apr. '87  
Hacks", June issue Michigan Atari Magazine

Reprinted in "Last

Sure, we've been hearing it for a couple of years now, "The Atari 8-bit machine is dead". Although Atari denies this, I've compiled a few interesting facts, (note: I said facts, not rumors, which in the past is all that we had to go on), that demonstrates clearly to me that the 8-bit is dead. For instance, if you insert a PAC-MAN cartridge upside-down into a 1200XL, and turn it on, "Clyde" will appear, saying what sounds to me like "I buried an 8-bit!". Scary, isn't it? There are many of these hidden clues all over, if you just look for them. One of the latest pieces of software that Atari has put out for the 8-bits, was ATARI PLANETARIUM. Boot that program and look at the constellation ARA (which, by the way, means ALTAR in English) with the lines option engaged. Using the stars as dots and the lines as dashes, you can make out, in Morse Code, the phrase "B B 8 IF", which of course means that the 8-bits would be eight years old IF they had lived. How can you argue with proof like that? This could not just be an accident. These hints of the death of



the 8-bits have been coming for quite some time. Take a look at the cover of ANALOG #44. There you will see a picture of what appears to be an operation being performed on an ATARI ST. And what is found inside, looking like a malignant tumor? A 130XE! Although that is pretty blatant, there is also a subtle clue on that cover. In yellow on that cover are the names of three articles inside the magazine for the 8-bits, "Arm Your Atari", "Ramcopy", and "8-Bit Parallel Interface". The initials of these titles are "A Y A R B P I", which is an anagram for "RIP 8-B YAA!". They are not only stating that the 8-bits are dead, but even that they are glad of it. Still not convinced? You people are hard to please. OK, grab your copy of the April '87 ANTIC. Look at the cover and what do you see? A bunch of IRS men chasing a couple of guys carrying banners that say "130XE". Now think, what does that mean? I SAID THINK!! That's right, only two things are inevitable, DEATH and Taxes. What at first glance appears to be a simple "tax-time" issue, in fact is clear proof that the 8-bits are dead. These are only a few examples of what you can find if you only look with an open mind. But most people don't see these things, because they don't want to face the facts. I can't understand why Atari doesn't just come right out and announce that the 8-bits are dead. It has been proven in the past that these charades don't work. When Elvis died in 1963, no one believed that fat lookalike they got to replace him was really Elvis. When the lookalike died in 1977, no one bothered to try to get another replacement. When Paul McCartney died in a car-train accident in the late 60's, the remaining Beatles denied it, while all the time giving clues to his death in songs and on album covers, much like the clues showing up for Atari's 8-bits today. We aren't stupid, we know what's going on. We also know that Andy Kaufman is working for Atari, but that's another story. Like I mentioned before, death and taxes ARE inevitable. So lets raise our glasses to our fallen friend, and also toast our new found friend, the ST. "The King is dead, long live the King".



## PROSPECTING FOR GAME HINTS!!

(Reprinted in part from the April '87 L.A.C.C.) (via May KC-NACE and June FLAGPOST) (thanks everyone!!!)

Ever have a game that you were just so bad at that you couldn't get past the first screen, but you'd really like to see what some of the other screens look like (even if it involves cheating?)? Here are some hints to getting you ahead on some games, collected by a Mr. Engelkes from

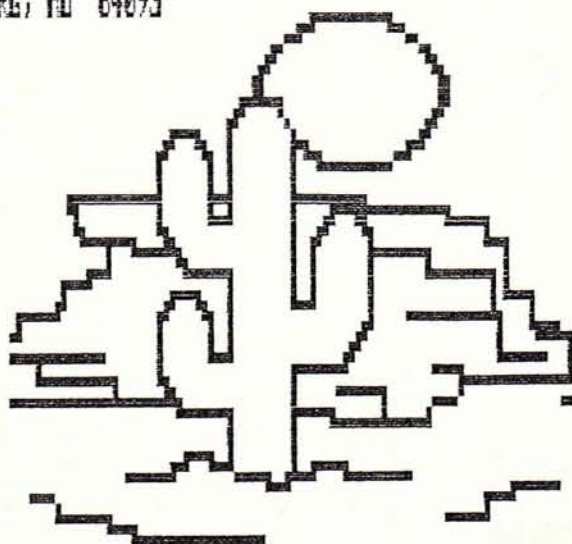
a couple of BBS's, namely Jellystone Park BBS and White House BBS. Now with everyone credited, ONWARD! I don't have all of these games, and some I have never even heard of! So I cannot guarantee that the following data is correct. Also, I have omitted some hints like the password to the upper level of Pharaoh's Curse. Half of the fun is finding out the password! (I do own a copy of Pharaoh's Curse.) If you really want to know that one and a couple of others that I left out. Check out any of the above mentioned newsletters. Here we go: BURT'S BREW BIZ!: Press the option key to skip to the next screen, press ESC to adjust screen colors. KAZOO: If you are about to get killed, press the space bar to pause the game. The monster will pass right through you and you can continue by pressing the space bar again. DIMENSION X (original): Press CONTROL-F while loading for a Fort Apocalypse demo, or press CONTROL-S to play SLIME. PITFALL: Press OPTION to start the game instead of START or the joystick fire button, you will then have unlimited lives! CRYSTAL CASTLES: On each level of the game (not necessarily each maze), there is a "window" where you can skip ahead two levels. On the first board, it is on the left hand side. Press the button and warp ahead two levels! SPELUNKER: With a sector editor, read sector #28 and change these bytes: \$A6 \$CB \$30 \$2D to: \$A2 \$07 \$86 \$CB to get unlimited men. DONKEY KONG JR.: Hold SHIFT and type "BOOGA" then "K" if you don't want to get killed (except by falling into the water) or "S" to skip to the next board. GHOST CHASER: Type "FRANK" to replenish your supply of men. Type "FANDA" to skip half the game. OLLIE'S FOLLIES: To skip to screen 5, type "FANDA"; to screen 10, type "FRANK"; to screen 15, type "NORBI"; and to screen 20, type "ZOOM". MINER 2049er: Type Big Five's phone # while playing then SHIFT and # of screen to go to. SPARE CHANGE: Pressing CTRL-Z will bring you to the zerk control panel. TRACK ATTACK: On the box car scene, listen for a click from the keyboard. One second later, jump. ENCOUNTER or SHOKIE: Press the number of the wave you wish to go to. You must have already reached that level. LODGE RUNNER: Press CTRL-E while loading the editor command menu. Then type 1 character command (P=play level, etc.). THRESHOLD: Remove the THRESHOLD disk from the drive after it loads in. Every time the drive restarts, you will be up 1 level. Insert the disk when the drive is off to start at that level. CANYON CLIMBER: If you complete the first screen and have lost any men, hold down the joystick button as the bridges are exploding and then press START. On the next screen, you will have 3 men, but your score will be reset. NIGHT MISSION PINBALL: Type "FIX" to get machine control menu. CAVERNS OF MARS & PHOBOS: Press SHIFT, CONTROL, & TAB at the same time to go to the next level. JUMPMAN: On the first level, go to the far right and type "54354" and then the number of the level you want to go to. GHOSTBUSTERS: Use account name JAZ and account number 99999999, and you will be rolling in dough. There you have it. Try it at your own risk, and don't call me if it doesn't work. Try calling the Jellystone Park BBS.



CLUB BBS-24HOURS  
(816) 747-3285

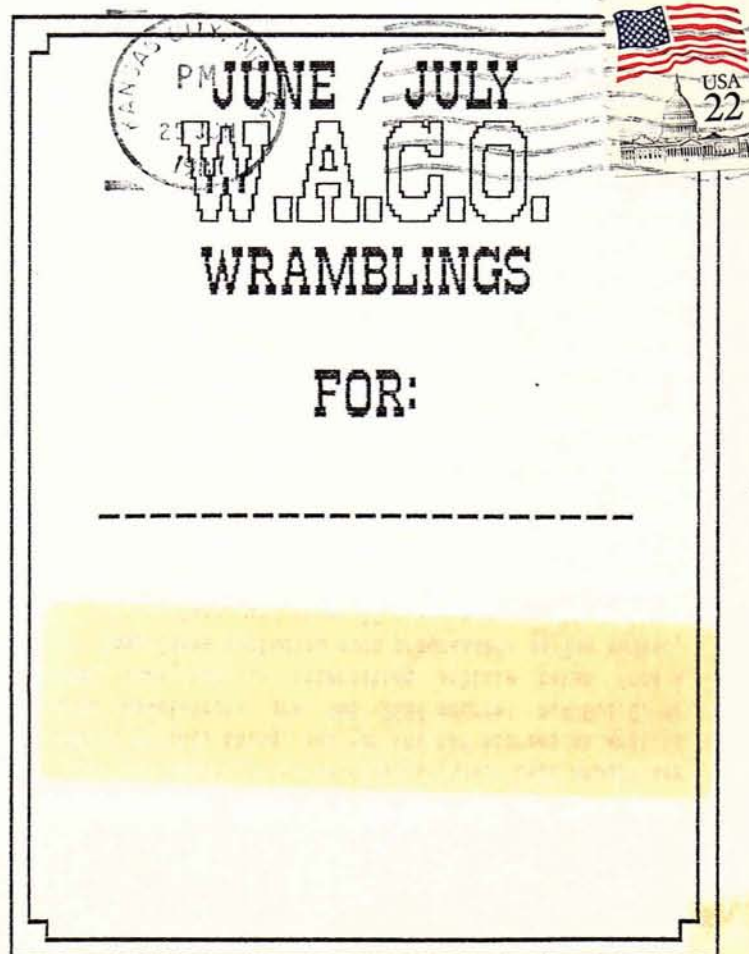
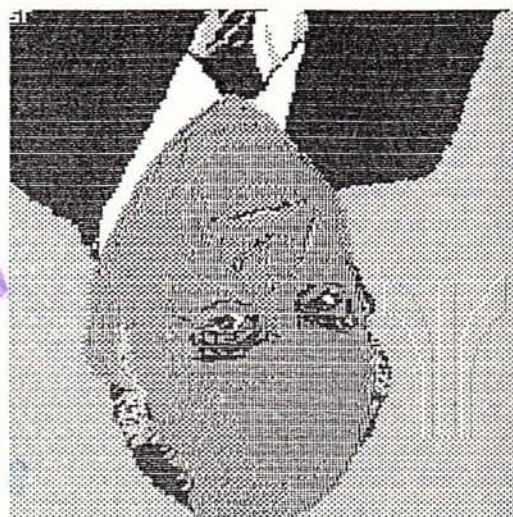
THIS IS THE ONLY SUMMER  
MEETING--NO AUGUST  
MEETING!  
SO LET'S ALL GO TO IT!  
NEXT MEETING JULY 25TH  
SATURDAY, 1:00 PM  
WARD EDWARDS LIBRARY  
2ND FLOOR AUDITORIUM  
NO JUNE MEETING!!!

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BEAT THE SUMMER HEAT!! COME TO A COOL WACO MEETING!!

UNCLE JACK SAYS,  
"I WILL SEE YOU ON COMPUTER  
BEFORE IT'S LATE!"





# RAUDOM THOUGHTS

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Where to start? Ain't no cure for the Summertime BLUES! There will be ONLY ONE MEETING of W.A.C.O. this summer! It will be on July 25th, that is the fourth Saturday, at 1:00 PM until 4:00 PM, in the auditorium on the second floor of Ward Edwards Library at CMSU. WRITE IT DOWN!!! Because this is the last newsletter you will get until the end of AUGUST! Now repeat this back to me. "No meeting in June or August, Meeting in July, no newsletter in July, newsletter in June and August!" Now, you have been told, it is up to you to remember! We still have a couple of hundred blank disks for sale. If you need disks and can't wait until the end of July, call LES. I will get them to you somehow. (P.S. We NEED \$\$\$ now, so if you want some disks, this will also help the club.) We are going to try to do a Disk of the Month for meetings starting in July. Two reasons, one we need to generate a little more revenue (it will be \$2 for double sided and \$1 for single sided), and two there never seems to be enough time for everyone to get copies of the PD stuff at meetings. We hope this will work. The first one will be "Daisy-Dot" and maybe a couple of others (such as PD Print Shop icons). The BBS has been functioning better lately, but we are still thinking of switching to something like BBS Express! Remember, if you have a modem this is a good time to get some of the PD stuff that you don't have time to get at meetings. If it's not on the board, request it, and Marc, Les or Keith will get it put up for you. Current Notes has a special offer for members of other Atari Groups. If six members or 10% (whichever is smaller) will sign up for a subscription to Current Notes, you will get it for \$17 per year rather than \$20 per year or \$3.00 per issue cover price. If you are interested, let Les or Keith know. Ten percent of our club figures to 2 1/2 people, but no you can't have half a subscription. Once we have signed the initial 10%, then any future member can also subscribe for \$17.

What's the BUZZ in other newsletters? TurboXL is still drawing some attention, and so is the XM-301 modem warning. I think Daisy-Dot will get some comments in the next few months, it is a GREAT Turbo program. Carry a white flag if you attend an Atari meeting in Michigan. It appears that the two major clubs (CHAOS and MACE) are having words about MACE's decision to charge admission to visitors at their meetings. CHAOS mentioned this in their newsletter (Michigan Atari Magazine) and commented about user unfriendliness. MACE then asked for a retraction in M.A.M. Check the May issue of M.A.M. for their reply. While speaking of that amazing little publication from Michigan, I must also mention that in the June issue you will find an article about the 8 bit emulator for the ST!

i has said, OK, go ahead on the condition that you give access to the source coding to all others who may be

interested in the project. There is a lot more news out there about Atari than you hear about in the major magazines. User Groups are the grass roots of this thing, and for the hot stories on what is going on, club newsletters are THE BEST source! M.A.G.I.C. of Ames/Des Moines Iowa has an interesting article taken from a discussion on CompuServe including such programmers as Tom Hudson, Ian Chadwick, Allen Page, and other ST programmers. The drift is that they are more than a little hacked off at ST pirating and were discussing what to do about it. It appears that there will not be many more unprotected ST programs hitting the market. Say bye-bye to easy porting to hard drives. No confirmed dollar amount given, but Atari has won their lawsuit with Commodore over the Amiga. Atari had first look at the machine, and had put some money into the project (any one else remember the talk of the Amiga Lorraine a couple of years back?). We'll get you the hard facts when we get them. Has GENie become the official Atari hangout? It seems that Neil Harris and Alex Leavens have spent quite a bit of time on GENie answering questions from the Atarian masses, both 8 and 16 bit. There are transcripts of a lot of the dialog in the April and May issues of The Pokey Press (a newsletter from the Atari Computer Club of the Palm Beaches). There is some very fascinating reading from Alex Leavens as he hints at a 3 1/2 inch disk drive for the 8 bit and also says he has a mandate from the top of the company to increase 8 bit support. Sounds good, hmmm? Well, the last paragraph of the transcript is from Neil Harris, 3 weeks later who reports "with some regret" (SOME?) that Alex Leavens is no longer working for Atari. Hmmm. So is there really a 3.5 inch drive for the 8 bits? I personally have my doubts. HOWEVER!! A report from ANTIC magazine in ANTIC online on CompuServe mentions that the CES in June showed off a new double sided double density disk drive for the 8 bits to retail for \$199. It was described as being similar to an MS-DOS drive and runs on A-DOS (another new DOS from OSS) which can read DOS 2 and 2.5. Yes folks, another amazing DOS to choose from! We will reprint the entire text of the CES in the next issue, or if you really can't wait call CompuServe (or come by my place and I'll let you read my copy). (Was that sirens I heard? Ohmigosh! The Thought Police are breaking down my door! CIS and ANTIC are filing Copyright suits on me! AAAAAUUUGH!!!) On the homefront, a regional meeting of Atari club officers is still in the works. It will probably be the third weekend in July in Kansas City. We have been discussing the sharing of resources and the possibility of doing a regional newsletter along the lines of the Michigan Atari Magazine or Current Notes. It could be good! Many still have not returned the borrowed newsletters from JANUARY! Do we have to mention you by NAME? Please bring them back. Check out some more if you want to, AFTER you bring the others back. There is a lot of good reading in these newsletters. As we get closer and closer to September, the prorated dues are getting lower and lower. Now is the time to get your reluctant friend to join WACO. Only \$5.00 in June (then we hit everyone for \$20 in September!) I could go on and on, but I guess it is time to stop Wrambling for this month. Randomly yours, =====> Les Lynam \*\*\*